(done)reimplement auto frame skipping

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(done)reimplement auto frame skipping

by **Squall Leonhart** » Mon Jun 30, 2008 2:39 am

as above, the auto setting is much handy in games that push vba hard.... not much a problem on newer systems but i found pokemon fire red and similar games to drop to 80% usage on systems slower then 1.4ghz

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Last edited by Squall Leonhart on Wed Mar 16, 2011 3:48 pm, edited 1 time in total.

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